ABSTRACT

Methods and systems of processing multi-media editing projects are described. In one embodiment, a request for one or more multi-media files is generated on a user computer that comprises part of a network where multi-media files are maintained in a network–accessible location. The file or files are intended for use in a multi-media editing project. The request is intercepted and software executing on the user computer ascertains whether one or more of the requested multi-media files are located on the user computer. If the file or files are located on the user computer, they are retrieved and used. If a file or files are not locally available, the file or files are retrieved from the network-accessible location. In one embodiment, a multi-media file locator object is configured to intercept network-bound requests for multi-media files and determine whether requested files are locally maintained on a user computer. A list associated with the file locator object can reference local file directories on the user computer where multi-media files are stored, or have been stored in the past. Whenever a user retrieves a multi-media file from the network and saves it locally, if the directory in which the file is stored is not referenced on the list, the file locator object can update the list to include the new directory. If the file locator object attempts to locally find a multi-media file but cannot, the user can be prompted to point to a directory where they have stored the file. The list is then updated to reflect this new directory, and the directory is checked on subsequent searches for multi-media files. Accordingly, when a request for a multi-media file is received, only those local directories that are or have been associated with multi-media files can be checked.